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LISTING OF CLAIMS:

1. (Original) A method of improving edge rendering of objects, comprising:

providing a first object which has a portion of a common edge with a second object;

wherein the first object has associated with it a first region of a tag plane for defining rendering hints for rendering the first object;

wherein the second object has associated with it a second region of the tag plane for defining rendering hints for rendering the second object;

specifying a number of pixels located on the portion of the common edge between the first object and the second object to be modified, wherein modification may include increasing or decreasing the number of pixels on one of the first object or the second object; and

modifying the first region of the tag plane corresponding to the first object by the specified number of pixels at the boundary of the first and second objects.

2. (Original) The method of claim 1, wherein the first object comprises a white object and wherein the second object comprises a non-white object.

3. (Original) The method of claim 2, wherein the white object is at least one of a text object, or stroke object and the non-white object is at least one of a fill object and an image or sweep object.

4. (Original) The method of claim 1, wherein the first region of the tag plane is increased by the specified number of pixels at the boundary of the first and second objects and the second region of the tag plane is decreased by the specified number of pixels at the boundary of the first and second objects.

5. (Original) The method of claim 1, wherein the second region of the tag plane is increased by the specified number of pixels at the boundary of the first and second objects and the first region of the tag plane is decreased by the specified number of pixels at the boundary of

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the first and second objects.

6. (Original) The method of claim 1, wherein the number of pixels to modify the first region of the tag plane is one pixel.

7. (Original) The method of claim 1, wherein the number of pixels to modify the first region of the tag plane is two pixels.

8. (Original) The method of claim 1, wherein the number of pixels to modify the first region of the tag plane is three pixels.

9. (Withdrawn) A method of improving edge rendering of objects, comprising:

providing a first object which has a portion of a common edge with a second object;

wherein the first object is specified to be rendered on top of the second object, is represented by abstract object descriptors and has associated with it a first tag plane for defining rendering hints for rendering the first object;

wherein the second object is represented by abstract object descriptors and has associated with it a second tag plane for defining rendering hints for rendering the second object;

specifying a direction and number of pixels located on the portion of the common edge between the first object and the second object to be modified;

creating a new object, wherein the new object is to be rendered on top of the first and second objects, is represented by abstract object descriptors and has associated with it a new tag plane for defining rendering hints for rendering the new object;

wherein the new object is defined to be located at the interface between the first and second objects, has a width determined by the specified number of pixels, an inner geometrical boundary and an outer geometrical boundary;

if the specified direction is toward the first object, setting the outer geometrical boundary of the new object to be placed at the interface between the first and second objects, and setting the tag value for each pixel of the new object to be equal to the tag value of the second object at

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each perimeter pixel location; and

if the specified direction is away from the first object, setting the inner geometrical boundary of the new object to be placed at the interface between the first and second objects, and setting the tag value for each pixel of the new object to be equal to the tag value of the first object at each perimeter pixel location.

10.   (Withdrawn)   The method of claim 9, further comprising:

if the specified direction is toward the first object, setting the contone value of each pixel of the new object to be equal to the contone value of the corresponding pixel of the first object; and

if the specified direction is away from the first object, setting the contone value of each pixel of the new object to be equal to the contone value of the corresponding pixel of the second object.

11.   (Withdrawn)   The method of claim 9, wherein the first object comprises a white object and wherein the second object comprises a non-white object.

12.   (Withdrawn)   The method of claim 11, wherein the white object is at least one of a text object, or stroke object and the non-white object is at least one of a fill object and an image or sweep object.

13.   (Withdrawn)   The method of claim 9, wherein the number of pixels to modify the region of the tag plane associated with the first object is one pixel.

14.   (Withdrawn)   The method of claim 9, wherein the number of pixels to modify the region of the tag plane associated with the first object is two pixels.

15.   (Withdrawn)   The method of claim 9, wherein the number of pixels to modify the region of the tag plane associated with the first object is three pixels.

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16.   (Original) .   A compound object for transmission to a print engine, comprising:

a first object and a second object, wherein the first object has a portion of a common edge with a second object;

a tag plane for defining rendering hints for rendering the compound object;

wherein the first object has associated with it a first region of the tag plane for defining rendering hints for rendering the first object;

wherein the second object has associated with it a second region of the tag plane for defining rendering hints for rendering the second object;

a modification region located at the portion of the common edge, wherein the modification region includes a specified number of pixels located on the portion of the common edge between the first object and the second object; and

wherein the modification region increases one of the first region and the second region of the tag plane by the specified number of pixels at the boundary of the first and second objects and correspondingly decreases the other of the first region and the second region of the tag plane by the specified number of pixels at the boundary of the first and second objects.

17.   (Original)   The compound object of claim 16, wherein the first object comprises a white object and the second object comprises a non-white object.

18.   (Withdrawn)   A compound object for transmission to a print engine, comprising:

a first object and a second object, wherein the first object has a portion of a common edge with a second object;

wherein the first object is specified to be rendered on top of the second object, is represented by abstract object descriptors and has associated with it a first tag plane for defining rendering hints for rendering the first object;

wherein the second object is represented by abstract object descriptors and has associated with it a second tag plane for defining rendering hints for rendering the second object;

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a frame object, wherein the frame object is to be rendered on top of the first and second objects, is represented by abstract object descriptors and has associated with it a new tag plane for defining rendering hints for rendering the new object;

wherein the frame object is located at the interface between the first and second objects, has a width determined by a specified number of pixels, an inner geometrical boundary and an outer geometrical boundary;

wherein, if a specified direction is toward the first object, the outer geometrical boundary of the frame object is located at the interface between the first and second objects, and the tag value for each pixel of the frame object is the tag value of the second object at each perimeter pixel location; and

wherein, if the specified direction is away from the first object, the inner geometrical boundary of the new object is located at the interface between the first and second objects, and the tag value for each pixel of the frame object is the tag value of the first object at each perimeter pixel location.

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